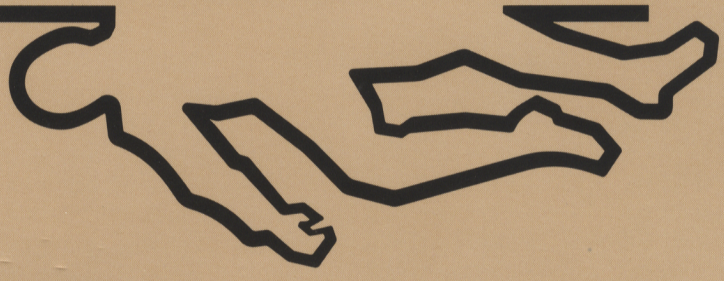
DEADLINE™



INSPECTOR'S CASEBOOK

IMPORTANT

The documentary evidence enclosed in your dossier and information in this casebook are vital to the investigative process. You cannot bring the case to a successful conclusion unless you review all the facts before-hand. Keep these materials within reach at all times—they may prove to be invaluable resources as the investigation unfolds.

Prior to embarking on your case, be sure to examine the Reference Card included in the package for information pertaining to your computer system.

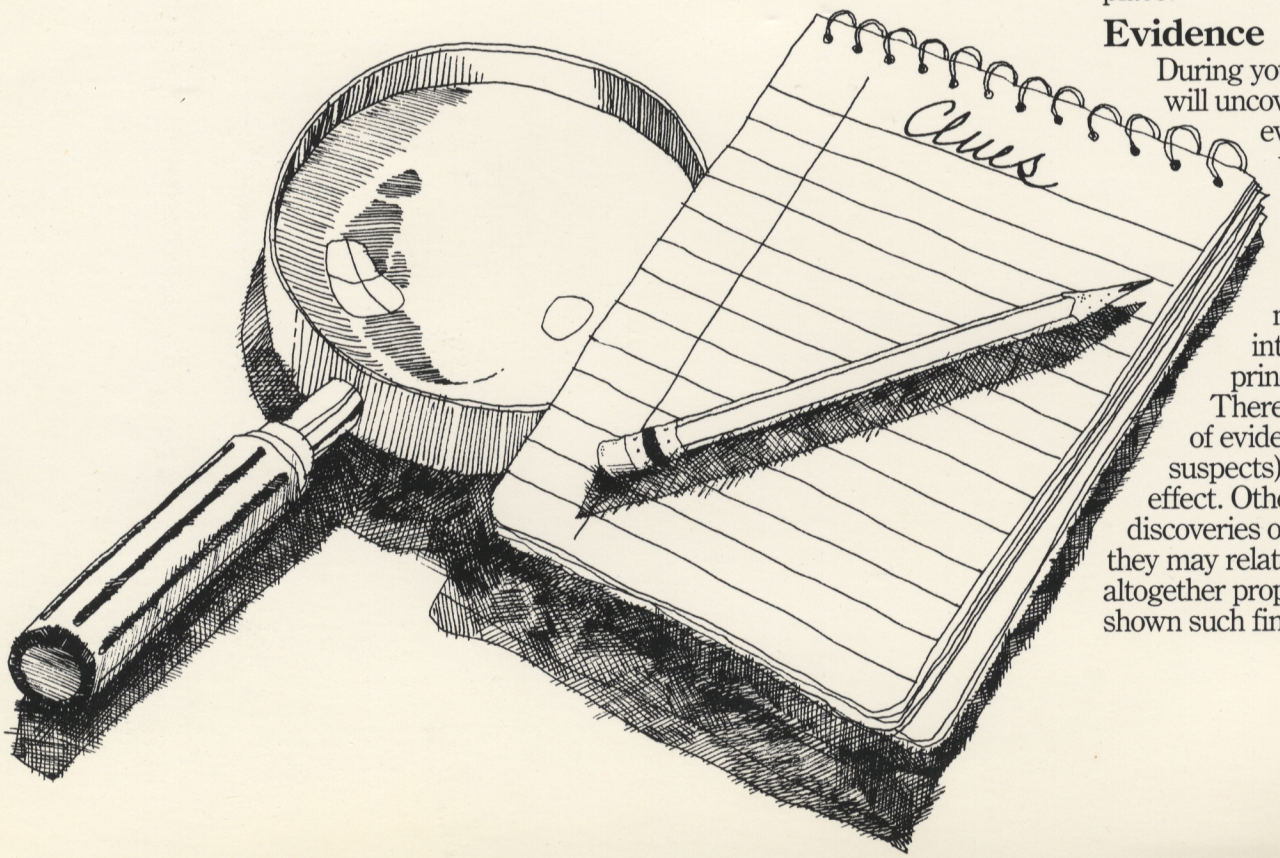
CHAPTER I
Investigative Techniques for Cases of Suspected Homicide

The detective investigating a possible homicide is much like a person piecing together a puzzle. In both endeavors, the participant must weigh each possibility, examine each angle, reconcile each inconsistency, and ultimately determine how all the parts fit together as a logical whole. Here, then, are some considerations to bear in mind as you attempt to solve this puzzle.

The Time Element

It is usually necessary to conduct your investigation as expeditiously as possible. In this case you have an absolute deadline of 12 hours, by which you must have the case fully concluded. It is therefore of the utmost importance that you make proper use of your time.

Most actions that you perform will take about one minute of investigative time. Some actions, such as examinations done CAREFULLY, may take a bit longer. If you wish to cause time to pass without actually doing anything, you can say WAIT FOR some number of MINUTES. Alternatively, you can WAIT FOR some person, or WAIT UNTIL a specified time. In any case, you will see events occurring while you are waiting, and always have the opportunity to change your mind about sitting idly should an interesting event take place.



Evidence

During your investigation, you will uncover pieces of physical evidence found in your vicinity. While this evidence may be vital in itself to reach a proper conclusion to the case, it may also be of great interest to one of the principals in the case. Therefore, showing pieces of evidence to others (even suspects) may have a useful effect. Other people may make discoveries of their own which they may relate to you. It is altogether proper to ask to be shown such findings.

Suspects

It is possible to ask people for information. However, be aware that their answers, while often helpful, may be self-serving, false, or contradictory.

Remember at all times that you are dealing with people — some of whom are under great pressure or emotional strain. The most extreme care must be exercised when you ACCUSE people.

The Police Laboratory

The facilities of the nearby police laboratory are always available to you. Fingerprints found on objects can be compared with those of the principals, which are on file at the lab, simply by instructing the lab to FINGERPRINT the object in question. You can ANALYZE an object in a routine manner or FOR a specific substance. Sergeant Duffy, as diligent an assistant as can be found in the annals of criminology, will take objects to the lab for you and return with the results, usually within half an hour.

Procedure for Making Arrests

When you feel that you have established a convincing case against one or more people, you may decide to ARREST them. (A single individual must be in your presence to be arrested; two or more accomplices need not be.) After some soul-searching, you may realize that you haven't nearly enough evidence to substantiate the charge, and may hold off at the last moment. Otherwise, Sergeant Duffy will arrive with the handcuffs and take the accused into custody. Your role in the case will then be concluded, and you will receive a letter from your superiors indicating the outcome of the grand jury investigation, and if all goes well at that level, the trial itself. Should the grand jury fail to indict or the trial jury fail to convict, your superiors will try to indicate the reasons for the failure of the state's case. (Since guilt must be established beyond a reasonable doubt, it is important to demonstrate the three crucial elements: means, motives and opportunities.) But take heart from any failures you may have—the sleuth who learns from his mistakes will sleuth all the more effectively his next time on the trail.

There are many possible endings to your case, each determined by your handling of the case and the conclusions you draw from the evidence you gather. But just as there exists the perfect crime, there is also the perfect solution to a crime. With skill and dedication, you will no doubt succeed.

Strategies for Novices

Many detectives start an investigation by "casing" the scene of the crime. This facilitates movement as the case proceeds. In this regard, it is useful to draw a map or blueprint indicating the directions of travel between the various places in the area.

It is especially important to examine potentially important pieces of evidence. Be liberal in the use of the police laboratory in FINGERPRINTing or ANALYZEing evidence. Note carefully the laboratory's findings.

Ask people questions about the crime itself, other people involved in the case, or unusual words which may turn up on evidence or in conversation. Often, this will uncover contradictions or lead to new evidence.

Pay attention when people's behavior changes. It may be that they have learned something which will affect their actions. FOLLOWing them may be helpful, but often it is better to observe at a safe distance.

Show relevant evidence to interested persons. They may learn something which could cause them to react in a helpful manner. If another person has found something, ask to see it.

Although care should be taken in making accusations, especially without sufficient evidence, a timely accusation can lead the presumed criminal to make careless mistakes.

CHAPTER II
How to Use Computers in Detective Work

It was perhaps inevitable that computers should find their way into investigative procedure. Up until recently, the tools of the detective's trade consisted of little more than a sturdy pair of shoes, a notepad, and a well-oiled revolver. But such traditional standbys have gradually given way to the computer, which by virtue of its precise and logical intellect provides the perfect complement to the keenly intuitive mind of the detective. In fact, it is now possible to conduct an entire investigation without leaving one's computer terminal. Here are some useful pointers on dealing with our new environment.

Doing the Legwork

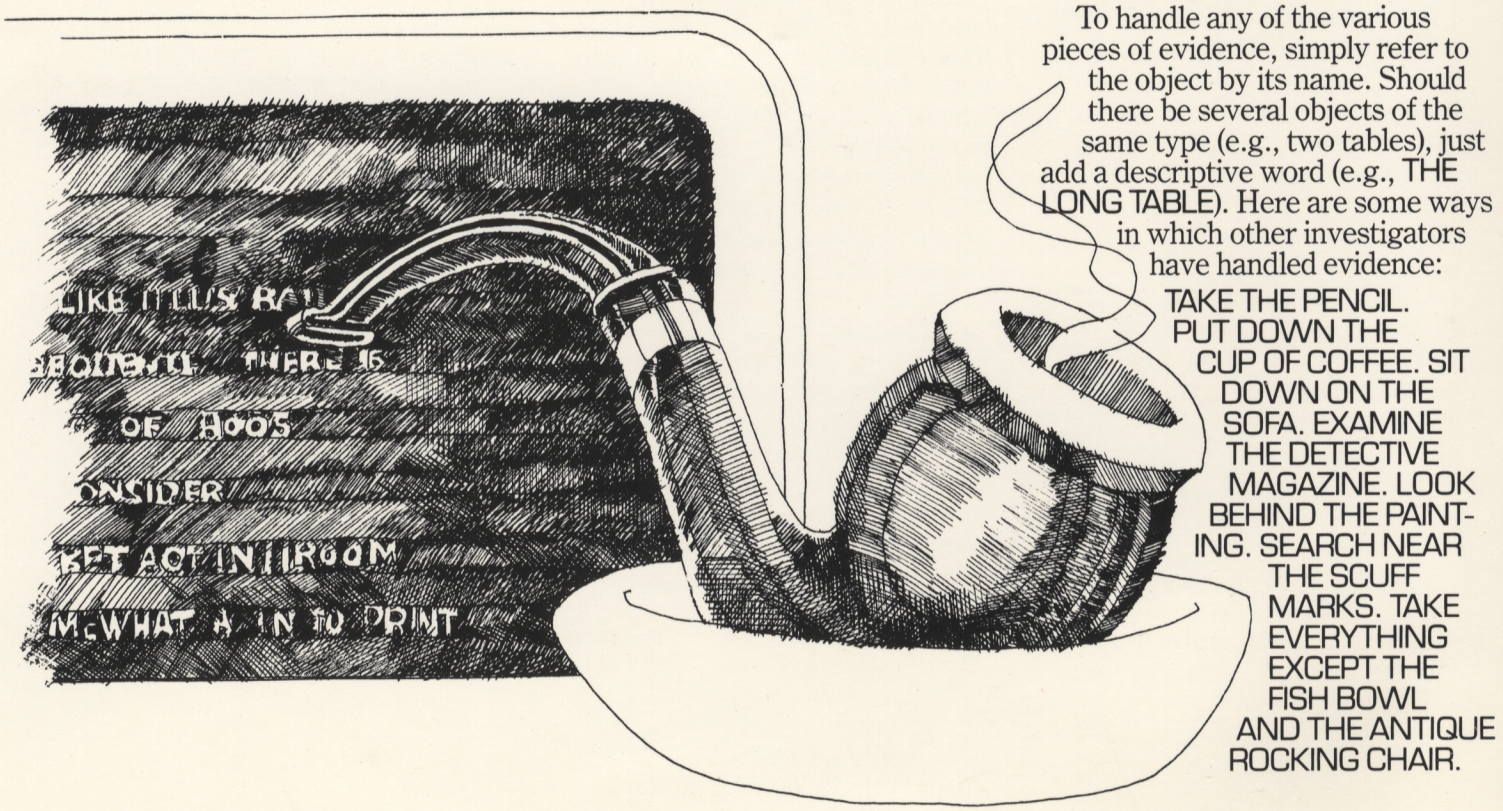
To walk from place to place, say WALK and the direction in which you wish to proceed. There are ten possible directions: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN. Each of these directions can be abbreviated to one or two letters (e.g., N, SE, D).

When you enter a particular place for the first time, survey it in detail. Note its name (e.g., the living room), its layout, and all objects located there which might be of interest. Whenever you return, you will instantly recall the name of the place and your eye will catch any significant object. In order to examine the place more fully, you have only to say LOOK AROUND (or something similar).

Handling Evidence

To handle any of the various pieces of evidence, simply refer to the object by its name. Should there be several objects of the same type (e.g., two tables), just add a descriptive word (e.g., THE LONG TABLE). Here are some ways in which other investigators have handled evidence:

TAKE THE PENCIL.
PUT DOWN THE CUP OF COFFEE. SIT DOWN ON THE SOFA. EXAMINE THE DETECTIVE MAGAZINE. LOOK BEHIND THE PAINTING. SEARCH NEAR THE SCUFF MARKS. TAKE EVERYTHING EXCEPT THE FISH BOWL AND THE ANTIQUE ROCKING CHAIR.



Don't hesitate to handle more than one object at a time. Just be sure to separate their names by a comma or the word AND:

PUT THE WRAPPER, THE TICKET, AND THE NAIL FILE ON THE DRESSER.

Dealing with Suspects and Other People

The best authorities recommend courtesy as a key to winning the confidence of those you encounter while conducting police business. For instance, speaking to people from a distance is strongly discouraged. If you need to get the attention of someone who is, say, down a hall or corridor, simply remark, MRS. JONES! If you cannot resist the urge, you may even say HEY, MRS. JONES!

Once you and another person are in the same place, you can ask questions or ask that person to do something for you. However, there are *only two* types of questions that will be answered: those dealing with information about someone or something, and those concerning the whereabouts of persons and objects. Again, courtesy is the key. When addressing someone, precede your statement or question with that person's name and a comma:

MR. JONES, TELL ME ABOUT MRS. JONES.
JIM, WHO IS THE BUTLER?
SALLY, HAVE YOU SEEN MR. BRADY?
FRED, SHOW ME THE BULLET HOLES.
MR. GILES, GIVE ME THE GUN.

Once you are engaged in conversation with someone, you can skip the formality and simply state requests. However, when you or the person with whom you are speaking moves to a different place, it is proper to re-initiate your interview by using the individual's name.

Avoiding Tedious Interrogations

It is considered extremely poor form to ask interrogees questions which have already been asked by other police officials. Therefore, you are supplied with any relevant interviews obtained from other police officials. Also, as noted in the preceding section, only a few types of questions will receive a response. When it is impossible to elicit a response to a question that seems vital to your investigation, the needed information will often be found in your dossier. If not, you can assume the information is not important.

Communicating Your Intent

Clarity of speech is as important as clarity of mind in detective work. At times, you may happen to specify an action incompletely. For example, you might say KILL THE SUSPECT without indicating the weapon you wish to utilize. In such cases, you may be asked to make a clarification (e.g., WITH WHAT?). Should this occur, just answer the question (e.g., WITH THE REVOLVER). If you specify an action incompletely in a situation where one thing may be assumed (e.g., there is only one weapon), you will be informed of that assumption (e.g., WITH THE REVOLVER). If you say something which cannot be understood because it is either too complex or improperly stated, you will be told of the problem.

Flatfoot Computer Lingo

The police department has only limited resources and its computers often use words which they cannot understand. Such words are used only to enhance your imagery and focus your deductive powers.

Ending an Investigation

If you wish to terminate your investigation and not come back to it at a later time, you can type QUIT. Since a decision of this kind is irreversible, you will have to confirm your decision.

If you want to terminate your investigation by starting over from scratch (an actual example of something impossible prior to the advent of computers), you can type RESTART. You will again be asked to confirm your decision.

Continuing an Investigation at a Later Time

Another advance in the science of detection is the ability to suspend your investigation midway and continue it from that point at a later time. This is similar to placing a bookmark in the book you're reading to continue at another sitting.

To suspend your investigation, type SAVE and answer the questions as described on your Reference Card. To return to your investigation at another time, type RESTORE and answer the questions as described in the Reference Card. You may want to use this feature when you are about to try something dangerous or irrevocable.

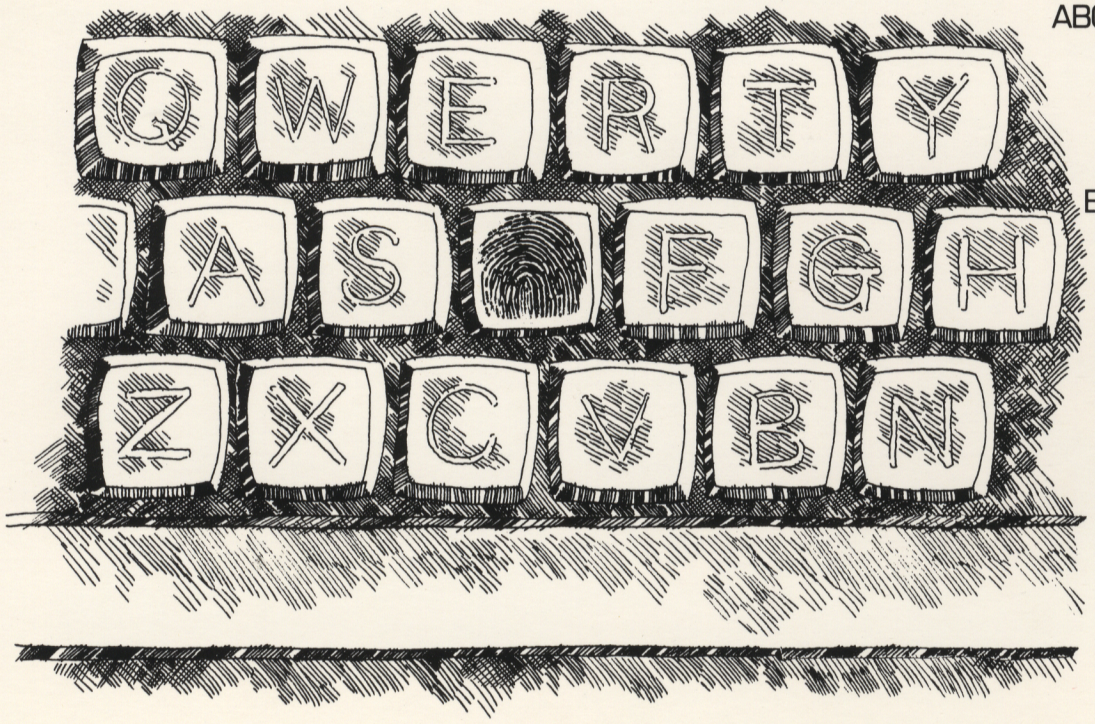
Utilizing Stenographic Services

Depending on your hardware, you may be able to obtain a typed transcript of your activities using the SCRIPT command. The transcript may be stopped with the UNSCRIPT command. Consult your Reference Card for the availability of this service on your system.

CHAPTER III
Commonly Encountered Terms in Criminal Investigations

The era of the street detective was flavored with a unique vocabulary. In the jargon of that time, a pistol was a "roscoe," a "shamus" referred to a private investigator, and "getting the bird's-eye low-down" meant to elicit eyewitness testimony.

The computer age has brought a similar plethora of specialized terms to detective work. Hence, the following commands and their definitions are included here to aid you in your investigation. Some have been described elsewhere and are repeated for your convenience.



ACCUSE (someone) OF (something)
Makes an accusation against someone. (In this regard, "something" is usually murder.)

AGAIN
Causes the last action you performed to be repeated.

ANALYZE (something)
Asks the police laboratory to perform a routine analysis (including fingerprint comparisons) of something.

ANALYZE (something)
FOR (something specific)
Asks the police laboratory to analyze something specifically for something in particular.

ARREST (someone or someones)
If there is a considerable amount of evidence against an individual or individuals, this command ends the case and describes the result of the prosecution.

ASK (someone)
ABOUT (something or someone)
An impersonal form of the expression "(Someone), TELL ME ABOUT (something or someone)," it can be used as an abbreviated form of questioning.

BRIEF
Causes a place to be described completely only on your first visit there. On subsequent visits, only the name of the place and the important objects present there will be described. (This is the normal situation.)

EXAMINE (something)
Looks at something with an eye toward detail.

FINGERPRINT (something)
Asks the police laboratory to compare fingerprints on (something) with those on file at the lab.

FOLLOW (someone)
Does the obvious.

INVENTORY
Lists your possessions. This can be abbreviated to I.

LOOK AROUND
Provides a complete description of your surroundings. This can be abbreviated to either LOOK or L.

QUIT
If confirmed, terminates the investigation. If you wish to continue the investigation at a later time, use the SAVE command first.

RESTART
If confirmed, terminates the investigation and starts it over from the beginning.

RESTORE
Restores a previously suspended investigation. Consult your Reference Card for the procedure on your system.

SAVE
Suspends your investigation for completion at a later time. Consult your Reference Card for the procedure on your system.

SCRIPT
Starts a transcript (if you have a printer). Consult your Reference Card for the availability of this feature on your system.

SEARCH (something or someone)
Does the obvious.

SEARCH NEAR (something)
Looks closely at the area immediate to something, possibly providing more information than simply examining it.

SHOW ME (something)
A request to another person to show you or lead you to something.

SHOW (something) TO (someone)
Does the obvious, possibly eliciting an interesting reaction.

TIME
Displays the current time. This can be abbreviated to T.

UNSCRIPT
Stops a transcript that started using the SCRIPT command.

VERBOSE
Causes a complete description of a place to be displayed every time you enter that place. Compare with BRIEF.

VERSION
Displays the version and serial number of your copy of DEADLINE.

WAIT FOR (number) MINUTES
Causes time to pass without your taking any particular action. If anything interesting happens during this time, you will have the opportunity to stop waiting.

WAIT FOR (someone)
Causes time to pass until someone arrives at the place you are in. Every so often you will have the opportunity to stop waiting for that person if he/she hasn't yet arrived.

WAIT UNTIL (time)
Causes time to pass until the desired time arrives. As with the other WAIT commands, interesting events happening in your environs will give you the option of terminating your idle state.

WHATS WRONG
A request to another person to discuss what's on his mind.

WHERE IS (something or someone)
A request to another person to help you find something or someone.

WHO IS HERE
Describes other people who are in the same place that you are. This is done implicitly during a LOOK AROUND.

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